

Hellroad 666

Create your character :

Distribute 6-5-4-3-2 and 1 in characteristics and much in skills. It's a number of dice you roll.

Characteristics :

Strength / Endurance / Agility / Moral / Adrenaline / Inspiration

Skills:

Overtaking / Character / Quiet / Hacking / Repair / Steering

The GM chooses what skill / characteristic applies.

Any player can "bet" dice. Maximum half of the cubes of the roll by Characters

The roll is missed: the dice are lost

The roll is successful: half of the dice, fourth if the roll is not his own, entering the "bonus dice."

“Bonus dice” may be added to a next roll or bet.

Scenario:

May 1: NASA detects a NEO: a huge asteroid heading straight toward the ground and will be there on May 8, we are fucked. In a week's all over. The "Hellroad 666 race” is simple 6 days, 6 stages, 6 teams. Every day his state: Illinois, Missouri, Kansas and Oklahoma, Texas and New Mexico, Arizona and California with an asteroid crashing in the Pacific ocean.

Run, cheat, win the race.